PlayStation

NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SLUS-01259

Big Ol' Bass 2™

KONAMI®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you very much for purchasing
BIG OL' BASS 2

In order to more fully enjoy your game playing experience, we recommend that you thoroughly read this manual before playing.

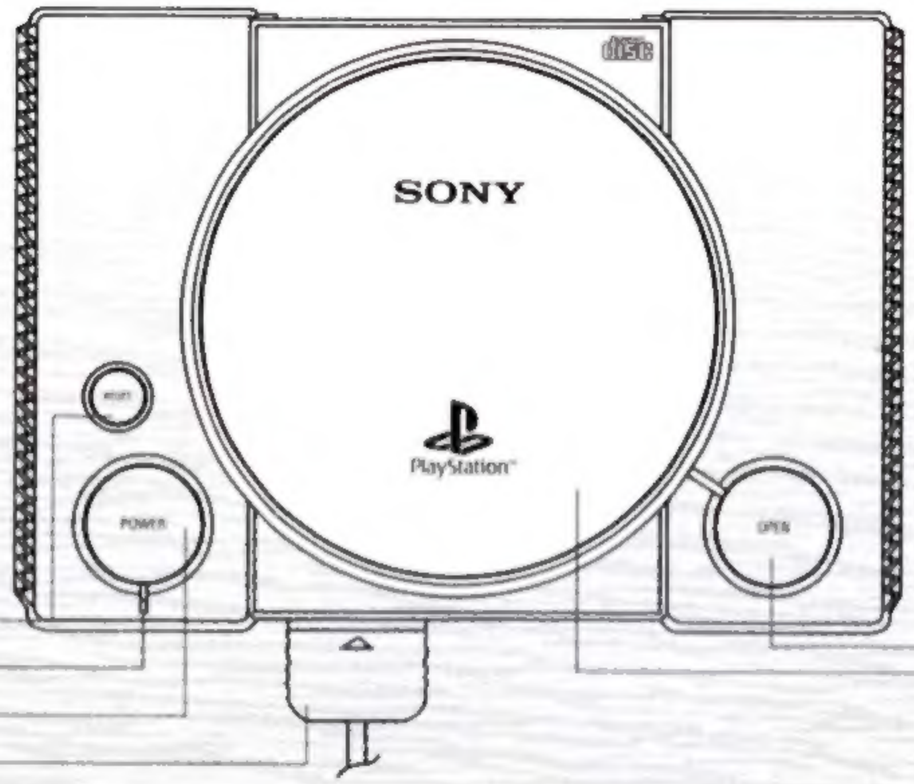
This game is fictional. Any similarity between current organizations, groups, countries or individuals is purely coincidental.

CONTENTS

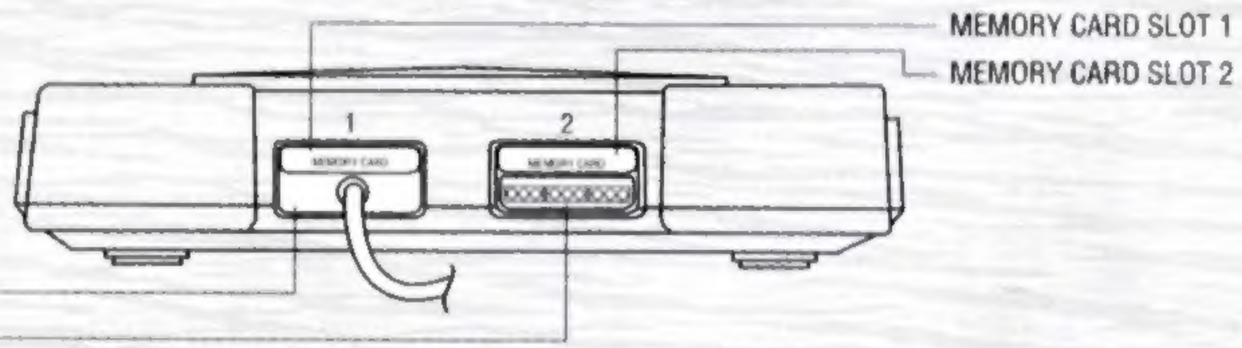
Setting Up 2
Controllers 3
Casting 4
Starting the Game 5
Option Mode 8
Fishing Screen 9
Free Fishing 10
Weigh-In Screen 11
Continue/Quit 12
Multi-Player Games 12
Tournament Mode 13
World Monster Fishing 14
Saving and Loading 15
Lures 16

SETTING UP

Top View



Front View



Set up your PlayStation® game console according to the instructions in the Instruction Manual. Make sure the power is OFF before inserting or removing a disc. Insert the **BIG OL' BASS 2** disc and close the disc cover. Insert your controllers and turn ON the console.

Do not insert or remove peripherals or Memory Cards once the power is turned on. Make sure there are enough free blocks on your Memory Card before commencing play.

This game supports Memory Card slot 1and Memory Card slot 2.

CONTROLLERS

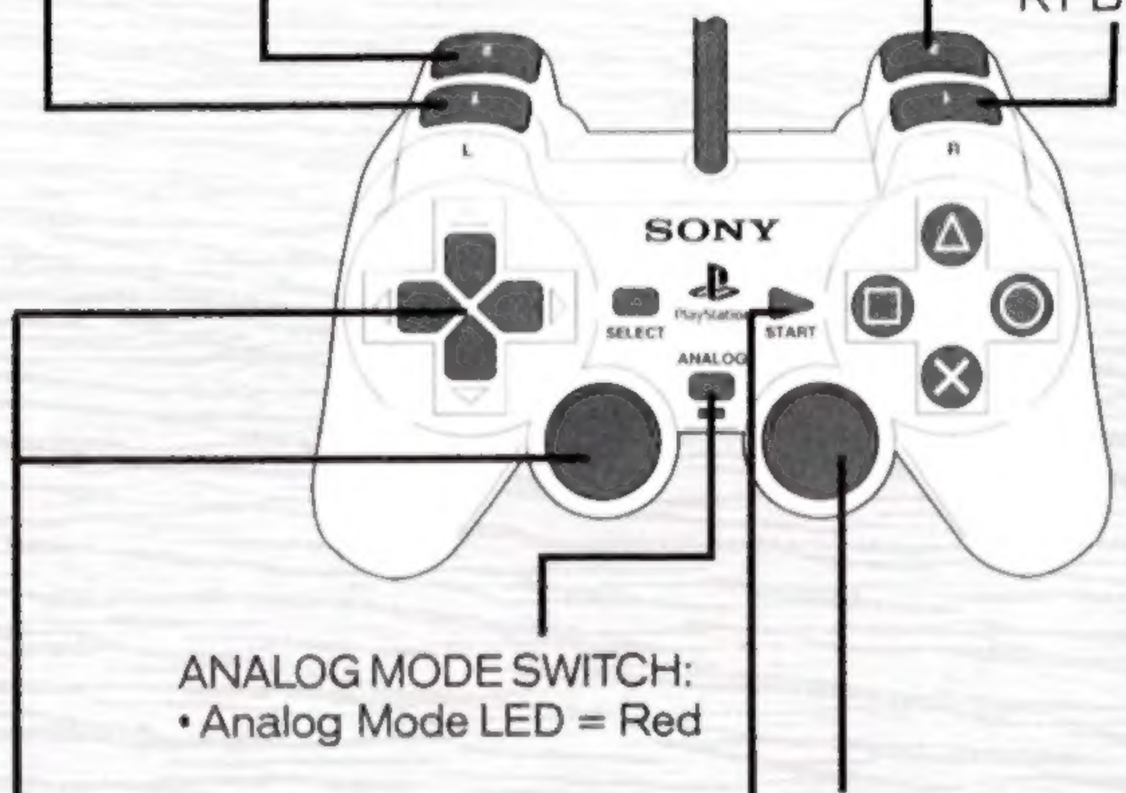
DUALSHOCK™ ANALOG CONTROLLER

L1 BUTTON: Toggle lure selector.
Release line when fish is hooked.

L2 BUTTON: Not used.

R2 BUTTON: Not used.

R1 BUTTON: Toggle Scout Navigator.
Release line when fish is hooked.



△ BUTTON: Cancel.
Return to previous screen.

○ BUTTON: Cast.
Reel in.

□ BUTTON: Operate Power Gauge.

✕ BUTTON: Accept selection
Advance to next screen.
Cast.
Reel in.

ANALOG MODE SWITCH:
• Analog Mode LED = Red

RIGHT ANALOG STICK:
• Reel in a small amount.

DIRECTIONAL BUTTON/LEFT ANALOG STICK:
• Select mode,/item/lake/spot/option.
• Move/Control rod.
• Wiggle lure (pull back on pole).
• Change Scout Navigator view.

START BUTTON:
• Access Pause menu.
• Change lake.

To use the LEFT and RIGHT ANALOG STICKS you must set your DUALSHOCK™ analog controller to Analog Mode (Analog Mode LED = Red).

Use Option Mode to change your controller settings and adjust the Vibration setting. When the Vibration function is set to ON, the controller will vibrate regardless of whether the LED is on (lit) or off (dim). See page 8 for Option Mode.

CASTING

THE SCOUT NAVIGATOR

Press the R1 Button before casting to open the Scout Navigator. Use this to check the topography of the lake. The built in Fish Finder scans for all fish (white dots) in the area. Use the Directional Button/Left Analog Stick to view the underwater scene from all angles so you can see the depth of the fish and the terrain. The purple arch pulsing across the top of the display is the direction in which you will cast.

STARTING THE GAME

MAIN MENU

On the Main Menu, press the Directional Button/Left Analog Stick ↑/↓ to scroll through the menu items, then press the ⊗ Button to accept.

GAME

Start the Game. Choose this to open the Mode Select screen. See below for details.

OPTION

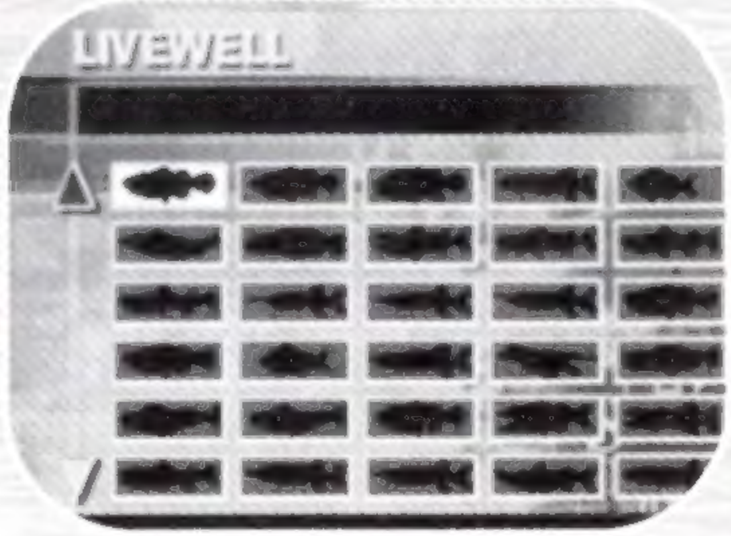
Configure the game settings. See page 8 for details.

RESULT

View your catch. View player stats end results at variuos fishing areas.

LIVEWELL

View your catch. Use the Directional Button/Left Analog Stick to display the largest of each fish you have caught. Fish you have not caught yet will not be named.



MODE SELECT SCREEN

Press the Directional Button/Left Analog Stick to scroll through the menu items for the mode which you want to play. Press the ⊗ Button to accept.

FREE FISHING

One player can enjoy fishing at leisure in any of the eight lakes.

TOURNAMENT

Compete Vs the Computer, in 2 Player Battle or Survival Mode. See page 13.

- In Vs the Computer mode and 2 Player Battle, compete for Weight (biggest 3 fish), Speed (winner lands the required fish first), and Target (whoever lands the target fish wins).
- In Survival Mode, the conditions for winning change in each competition. This is similar to the VS. mode, except that you don't know the rule until you begin.

WORLD MONSTER FISHING

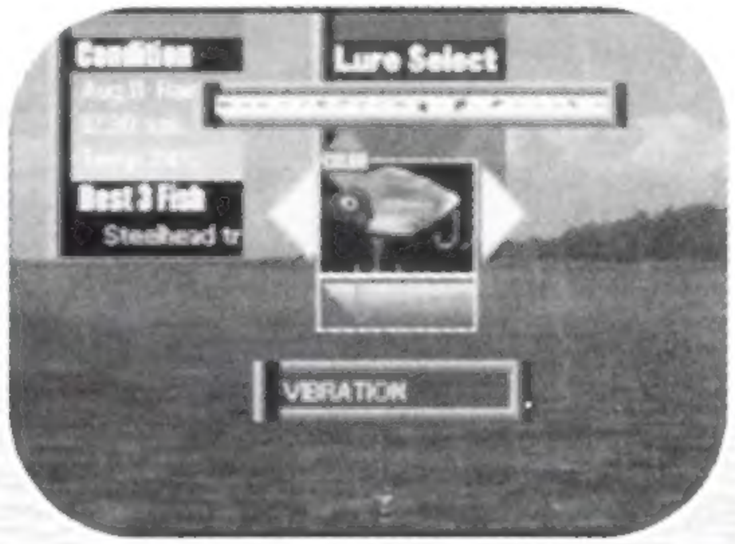
Hook a world class lunker on any one of three lakes. One or two players can play. See page 14.

LAKE AND SPOT SELECT SCREEN

Select the lake and spot you want to fish. Press the Directional Button/Left Analog Stick ↑/↓ to select the lake and ←/→ to select the fishing spot.

Note: You cannot select lakes and spots in Tournament Mode.

LURE SELECTION

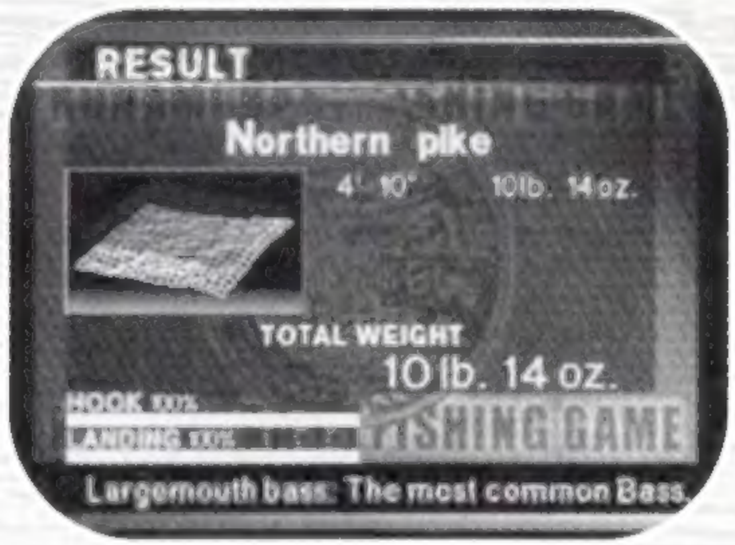


Open the Lure Box between casts to change lures. The effectiveness of various lures changes depending on the climate and water quality. You can get more realistic movements by taking the characteristics of the various lures into account.

To change lures:

1. Press the L1 Button before casting to open the Lure Box.
2. Press the Directional Button/Left Analog Stick ←/→ to select the lure. Check the box below the selected lure to see depth of travel and motion of the lure.
3. Press the Directional Button/Left Analog Stick ↑/↓ to change the color of the lure.
4. Press the ⊗ Button to accept the selected lure and return to fishing.

RESULTS SCREEN

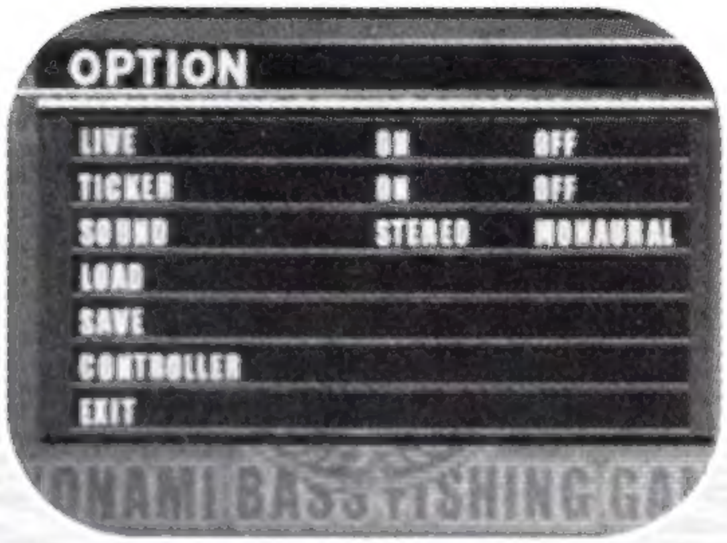


When the Result screen appears, press the Directional Button/Left Analog Stick ←/→ to display each type of fish you caught, the length and weight of your catch, and the total weight of all fish of that type.

OPTION MODE

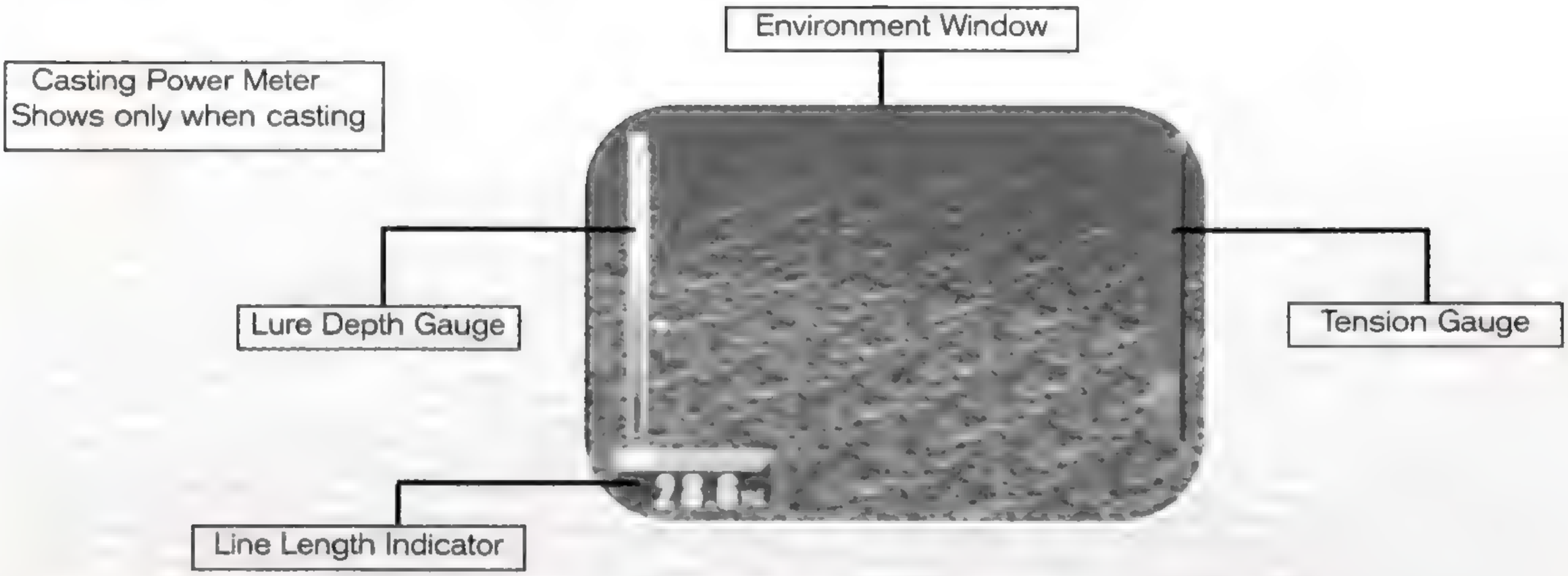
You can make game adjustments, and save or load game data.

1. On the Main Menu, select Option and press the ⊗ Button to open the Option menu.
2. Press the Directional Button/Left Analog Stick ↑/↓ to select an option and ←/→ to change settings. Press the ⊗ Button to open more setting.



LIVE	Toggle commentary and encouragement from Robert Bigmouth and Catherine Maki.
TICKER	Toggle ticker information to ON/OFF. Provides conditions and other miscellaneous information.
SOUND	Set sound to Monaural or Stereo depending on your sound system.
LOAD	Load game data. See page 15.
SAVE	Save game progress. See page 15.
CONTROLLER	Review commands for your particular controller, toggle the DUALSHOCK™ controller's Vibration function ON/OFF, and toggle the Auto Reel feature ON/OFF. With Auto Reel on you can press and hold the reel button ⊗ or ◉ Button) to reel in the lure.
EXIT	Return to the Main Menu.

FISHING SCREEN



CASTING POWER METER	Press the ⊗ Button to display the meter. As the meter pulses to the right, try to stop it by pressing the ⊗ Button when the meter is as close to full as possible for the maximum casting distance. For shorter casts, press the ⊗ Button before the meter reaches maximum.
ENVIRONMENT WINDOW	Displays the date, weather, time and water temperature and conditions of competition.
REMAINING FISH	In competition where a certain number of fish are required to win, this displays how many fish you need to win.
LURE DEPTH GAUGE	Displays the depth of the lure in water.
TENSION GAUGE	Displays the tension on the fishing line after you have hooked a fish. As the tension approaches the red zone, you are more likely to experience a line break.
LINE LENGTH INDICATOR	Displays the length of fishing line from rod to lure.

CASTING AND REELING

1. Use the Scout Navigator to check the topography of the lake. See page 4.
2. Press the Directional Button or Left Analog Stick ←/→ to choose the direction to cast. Then press the ⊗ or ◉ Button twice to set the casting range and make the cast. The first press of the button starts the Power Gauge; the second press stops the Power Gauge and casts.

   - The closer the Power Gauge gets to the word MAX the longer your cast will be.

3. Reel the line by repeatedly pressing the ⊗ or ◉ Button or by rotating the Right Analog Stick. Move the rod with the Directional Button or the Left Analog Stick.

- You can cast again when you reel the lure back to the rod.
- If a fish strikes at the lure, try to set the hook by pressing the Directional Button or Left Analog Stick ↓.

4. When you get a bite, the Tension Gauge appears at the right of the screen. When the Tension Gauge moves into the red, a line break is possible. Give the fish its head by releasing line (press the R1 or L1 Button).

- Be careful how much line you release. If you pay out too much line, the fish can shake off the lure and escape.
- If the line breaks or the fish gets away, reel the line in and re-cast.

TOGGLING THE PLAY AND SELECT SCREENS

While on the Play screen (before beginning to cast), you can open options or make changes.

LURE BOX

Press the L1 Button. See page 16 for details on selecting lures.

SCOUT NAVIGATOR

Press the R1 Button. See page 4 for how to use the Scout Navigator

LAKE OR SPOT CHANGE

Press START, select Lake Change and press the ⊗ Button. This option is not available in Tournament Mode. See page 13 for more information.

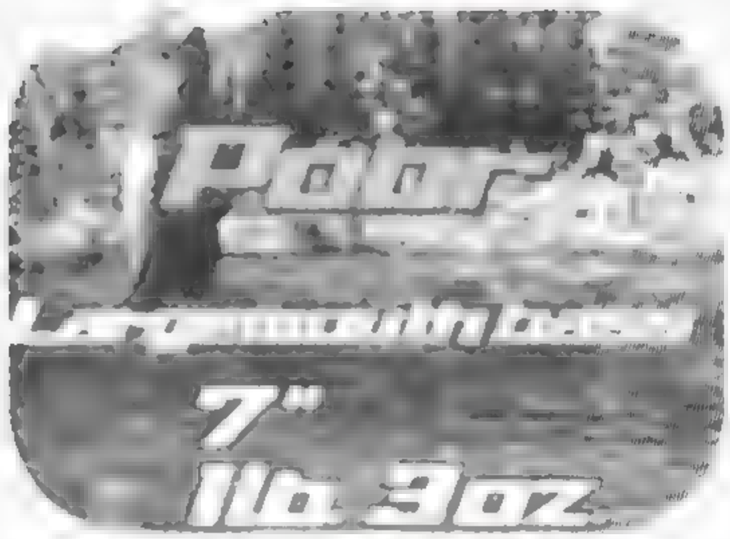
OPTIONS

Press START, select Options and press the ⊗ Button. See page 9 for complete descriptions of available options.

WEIGH-IN SCREEN

When you land a fish, the Weigh-in screen is displayed, showing the type and weight of your catch. The fish is weighted from "Poor" to "Monster" depending on the game mode.

- If the conditions of competition include a type of fish, you may see the notice "Not Game Fish" displayed on screen. If so, this fish will not be counted toward a win.
- If there is a minimum weight requirement, any fish that weighs in under the minimum is not counted.



CONTINUE/QUIT

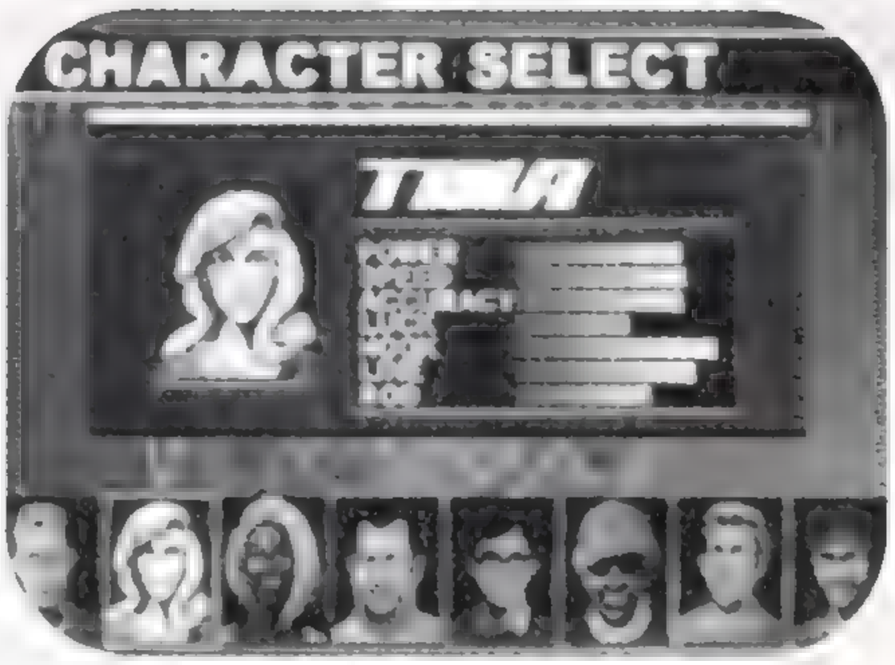
To continue after winning a contest, press the ⊗ Button after viewing the Results screen. You will receive a congratulations and can then select Continue, Exit or Save. It is a good idea to save your game before continuing.

To quit the game, press START, select Game Exit and press the ⊗ Button. The Results screen will appear. When you press the ⊗ Button again, you can select Exit and return to the Title screen or Save to open the Save screen.

(See Saving and Loading on page 15.)

MULTI-PLAYER GAMES

Tournament Mode and World Monster Fishing are multi-player games in which you can compete against a friend if you wish. (Tournament Mode can also be played as a single-player game.) To play these modes, start by selecting your professional angler on the Character Select screen.



CHARACTER SELECT SCREEN

The Character Select screen offers eight professionals for you to choose from. Each angler is rated for various power, speed, accuracy, luck, hooking skills, line strength and the rod quality.

Use the Directional Button/Left Analog Stick to select the angler you want and press the ⊗ Button. In 2 Player games, both players select a different professional angler and press the ⊗ Button to begin game play.

TOURNAMENT MODE

Tournament Mode consists of three contests: A First Game, Semi-Final and Final Trophy Contest. In each contest you must meet the winning condition to win the match.

Begin by selecting Tournament on the Mode Select screen. In the First Game you can select the winning conditions, such as Weight, Speed or Target. In the Semi-Final and Trophy Contest the winning condition is decided for you.

When you win, press the ⊗ Button at the Results screen. Be sure to select SAVE if you want your progress to be recorded. Then select CONTINUE to enter the Semi-Finals.

If you lose the Semi-Final, you are out of the contest and the game is over. However if you saved a winning contest, you can re-enter the game from the Main screen and select LOAD. You can then attempt to win the Semi-Final again.

WORLD MONSTER FISHING

Hook really monster sized fish on lakes in Europe, Asia and the U.S.A.

1. On the Mode Select screen, select WORLD MONSTER FISHING and press the ⊗ Button.
2. Use the Directional Button/Left Analog Stick to choose one or two players and press the ⊗ Button.
3. On the Lake and Spot Select screen, choose your country and most promising spot and press the ⊗ Button.
4. Listen to background on the Monster Fish you are to pursue and view Main Target and Sub-Target Fish.

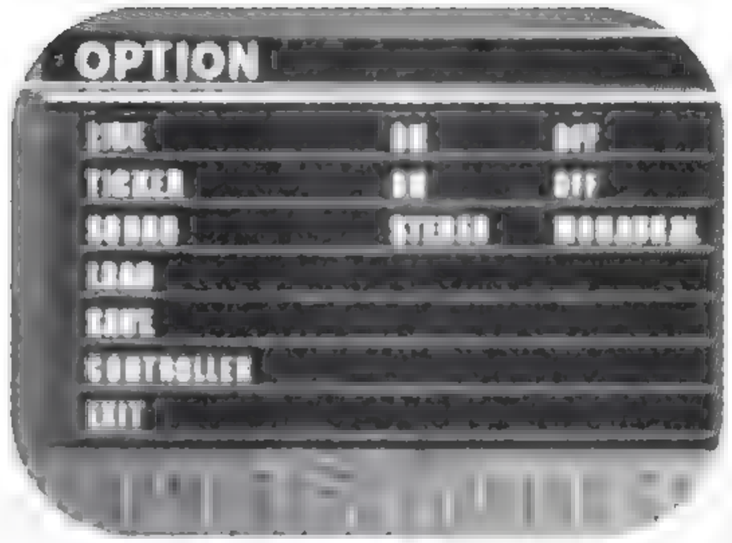
   MAIN TARGET: The most important fish you are trying to catch

   SUB-TARGET: This are two other fish you need to catch. They are less important than the Main Target.

SAVING AND LOADING

SAVING GAME DATA

When you are successful during Tournament or World Monster Competition, you can save game data after viewing the Result screen.



1. Select SAVE and press the ⊗ Button.
2. Press the Directional Button/Left Analog Stick ← to select YES when prompted. If asked if you want to overwrite saved data, select YES and press the ⊗ Button.

You can also select Save in the Option menu.

Note: You must be using a Memory Card in order to save game data.

LOADING SAVED GAME DATA

1. Insert a Memory Card containing saved game data for **BIG OL 'BASS 2**
2. On the Main Menu, press the Directional Button ↑/↓ to select a saved game and press the ⊗ Button.
3. When prompted to load, press the Directional Button/Left Analog Stick ← to select YES and press the ⊗ Button.

LURES

Press the L1 button before casting to open the Lure Box. Lures vary in looks, motion characteristics and buoyancy. If you aren't getting the fish you want with one lure, change its color (Directional Button/Left Analog Stick ↑/↓) or change lures (Directional Button/Left Analog Stick ←/→).

RATTLE VIBRATION	Sinking lure that vibrates when reeled in or tugged on. Tug on it repeatedly to maximize noise.
SPINNER BAIT	Bass find the spinning blades really interesting. For bites, make the lure rotate at constant speed.
METAL JIG	Use this sinking lure for bottom feeders.
RUBBER JIG	Sinking type lure that needs to be tugged repeatly to create action.
SPOON	This type of lure has high visibility from polished surfaces and a bent profile that cause it to wobble through the water.
SUBMARINE	Pull this stout lure over the lake bottom in search of monster lurkers.
JERK BAIT	This flexible rubber lure looks like a small fish. It sinks very slowly. Learn to keep this lure at the depth you want.

WORM	This is a great bass lure made of plastic. Use this at the bottom and pop it to increase the wiggle.
CRAWLER WORM	This lure looks like it's crawling even when off the bottom. Pull back on the rod to give this lure its action.
CRAWFISH	A slow sinking lure with a lot of vertical action when popped. To pop, pull back on the rod.
GRUB	Pull the grub slowly across the bottom of the lake. Bass can't keep their eyes off this one.
POPPER	This lure floats on the surface. Pull back on the rod to make it splash.
BASS POPPER	This popper scoots just under the surface to attract bass.
PENCIL BAIT	This floating lure creates a wake when dragged over the water surface. Give this lure light tugs to look like a small feeding fish.
DOG WALK	This floating lure is similar to the pencil bait but with a thicker body. Drag it through the water so its wake attracts attention.
MINNOW	This is a slow sinking lure that moves from side-to-side when drawn through the water, just below the surface.

SUSPENDED MINNOW	Draw the suspended minnow just above the bottom. Its action is just like the minnow.
CRANK BAIT	This lure sinks when pulled on. Give it short jerks to increase its action. Bass enjoy this lure's performance.
DEEP DIVER	This floating lure dives when yanked on or reeled in. Stop pulling and it floats back to the surface.
VIBRATION	Let this noisy lure sink to the bottom. Then reel it in toward the surface.

NOTES

NOTES

WARRANTY

Konami of America, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If you experience technical problems with your game, please call our Warranty Services number (650) 654-5687.

Konami of America Inc.
1400 Bridge Parkway
Redwood City, CA 94065

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all the fine Konami products.

Konami Game Hint & Tip Line: **1-900-896-HINT (4468)**

- ☎ 95¢ per minute charge.
- ☎ $1.25 per minute support from a game counselor.
- ☎ Touch tone phone required.
- ☎ Minors must have parental permission before dialing.

Hints are available 24 hours a day. Live support Monday-Friday 9:00 am to 5:30 pm Pacific Time. Prices and availability are subject to change, U.S. accessibility only.

coming Soon!

WOODY WOODPECKER RACING™

EVERYONE

E

CONTENT RATED BY ESRB

Mild Animated Violence

UNIVERSAL

UNIVERSAL INTERACTIVE STUDIOS

www.universalstudios.com

Konami of America, Inc., 1400 Bridge Parkway, Redwood City, CA 94065.

"Woody Woodpecker Racing" © 2000 Universal Interactive Studios, Inc. Woody Woodpecker and Friends and related characters are trademarks and copyrights of Walter Lantz Productions, Inc. Licensed by Universal Studios Licensing, Inc. Published and distributed by Konami Corporation. All rights reserved. Big Ol' Bass is a trademark of Konami Corporation. Konami® is a registered trademark of Konami Co., Ltd. © 2000 Konami.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

PlayStation ®

KONAMI ®

www.konami.com